FIG. 1

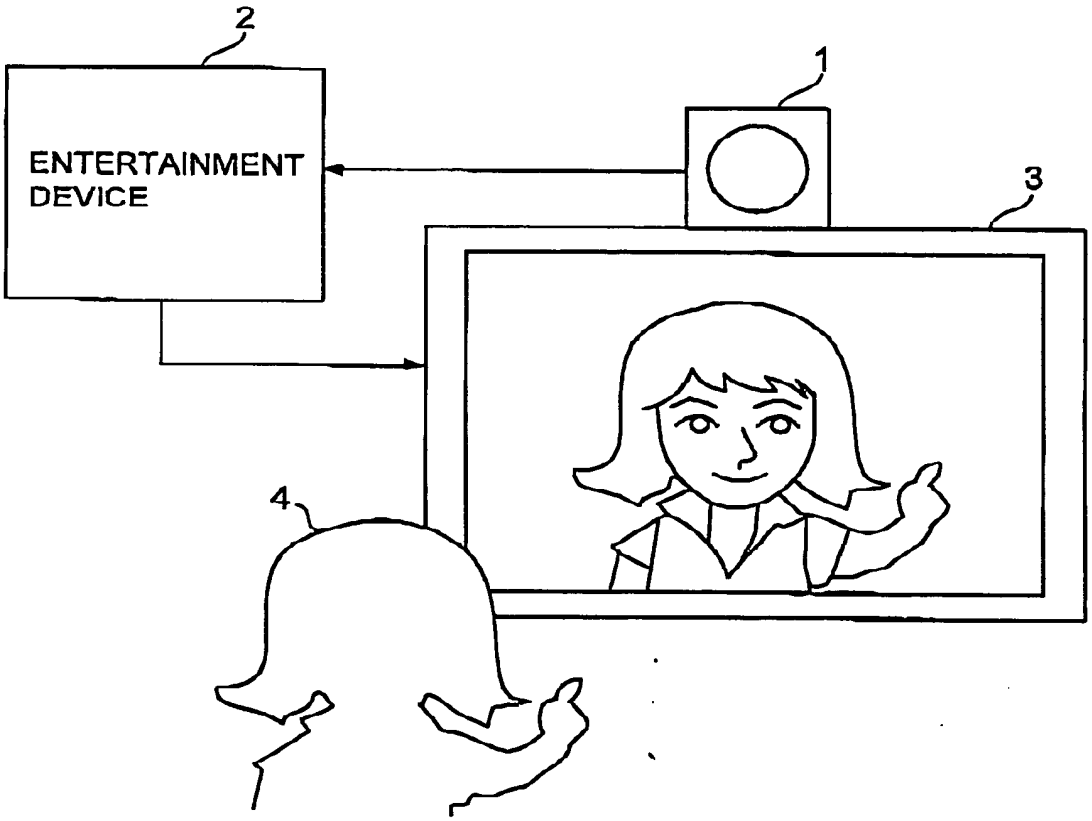

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FIG. 2

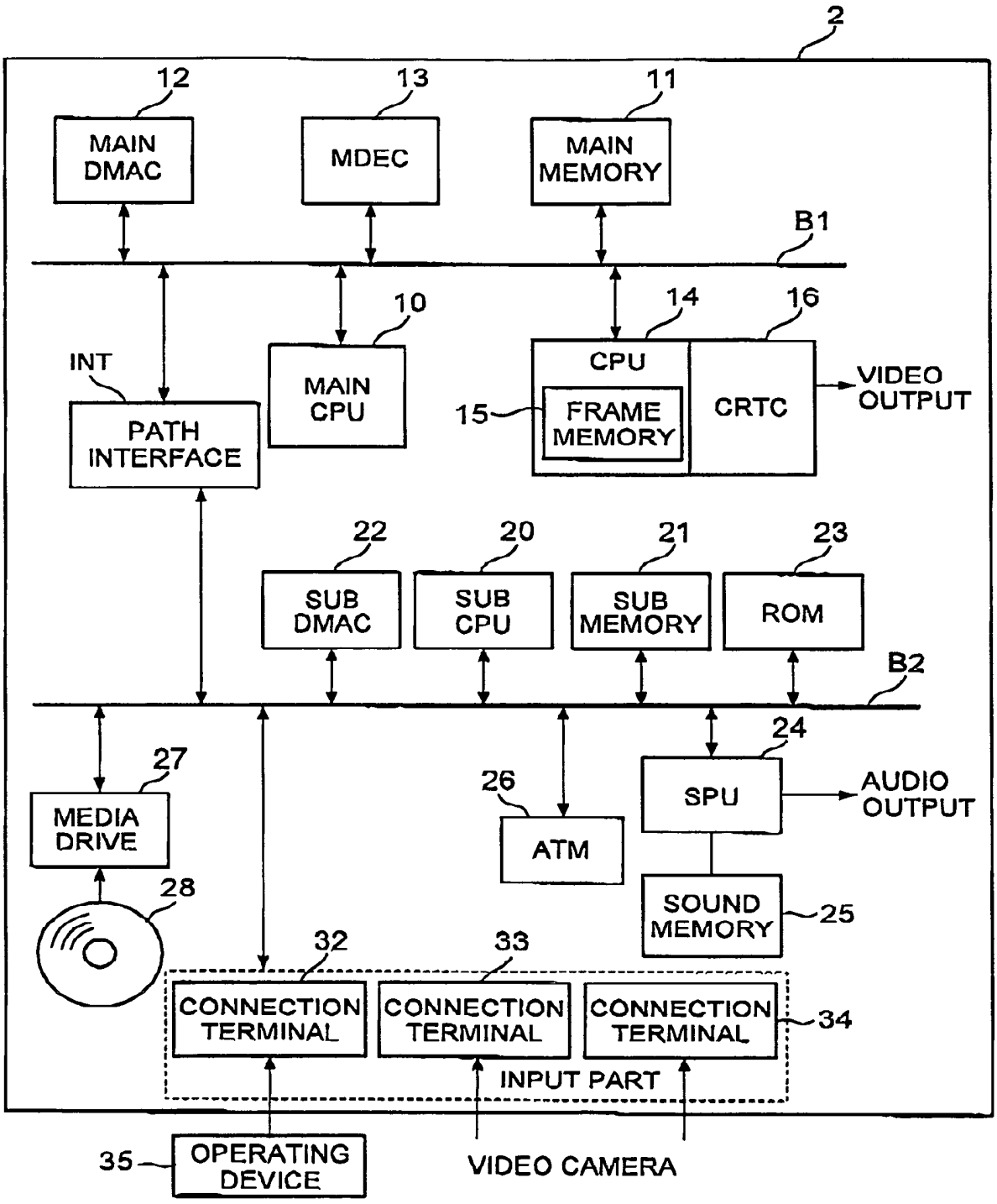

2
12
MAIN DMAC
13
MDEC
11
MAIN MEMORY
B1
10
MAIN CPU
INT
PATH INTERFACE
14
16
CPU
15
FRAME MEMORY
CRTC
VIDEO OUTPUT
22
SUB DMAC
20
SUB CPU
21
SUB MEMORY
23
ROM
B2
24
SPU
AUDIO OUTPUT
27
MEDIA DRIVE
26
ATM
28
SOUND MEMORY
25
32
33
CONNECTION TERMINAL
CONNECTION TERMINAL
CONNECTION TERMINAL
34
INPUT PART
35
OPERATING DEVICE
VIDEO CAMERA

FIG. 3

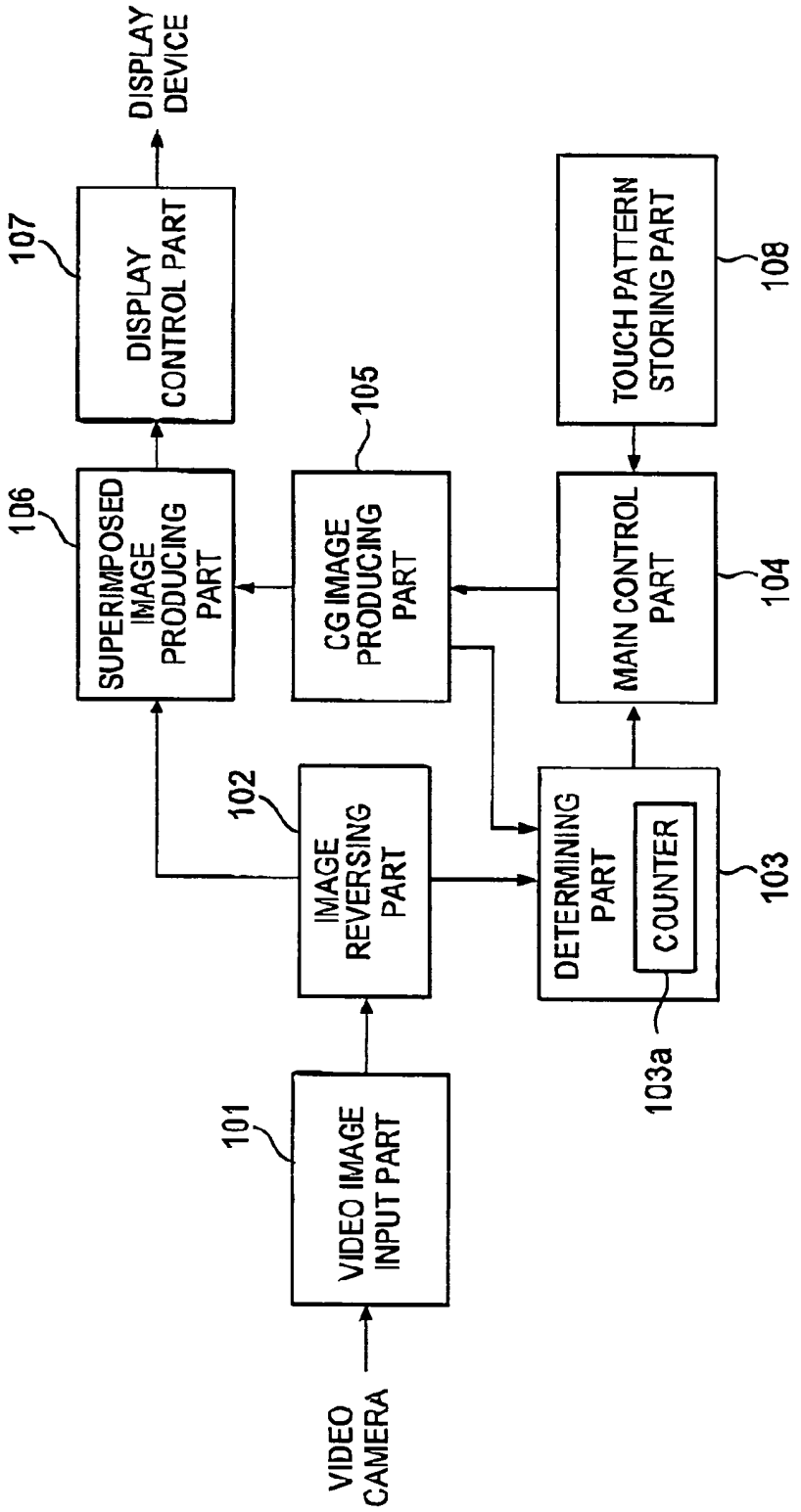

VIDEO CAMERA
101
VIDEO IMAGE INPUT PART
102
IMAGE REVERSING PART
103
DETERMINING PART
COUNTER
103a
104
MAIN CONTROL PART
105
CG IMAGE PRODUCING PART
106
SUPERIMPOSED IMAGE PRODUCING PART
107
DISPLAY CONTROL PART
DISPLAY DEVICE
108
TOUCH PATTERN STORING PART

FIG. 4A

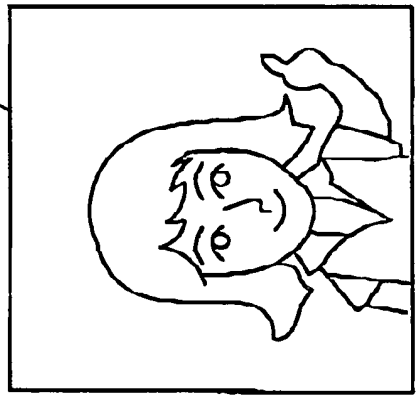


FIG. 4B

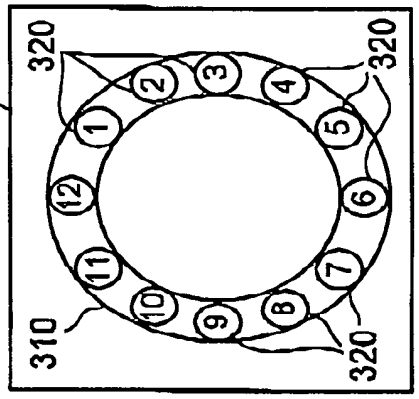


FIG. 4C

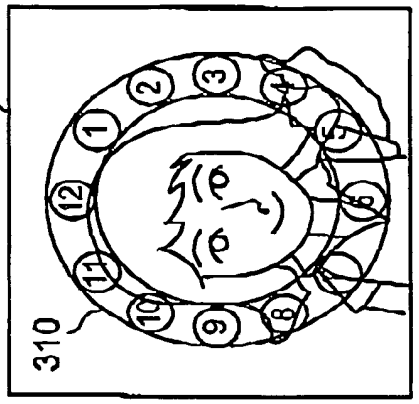


FIG. 5

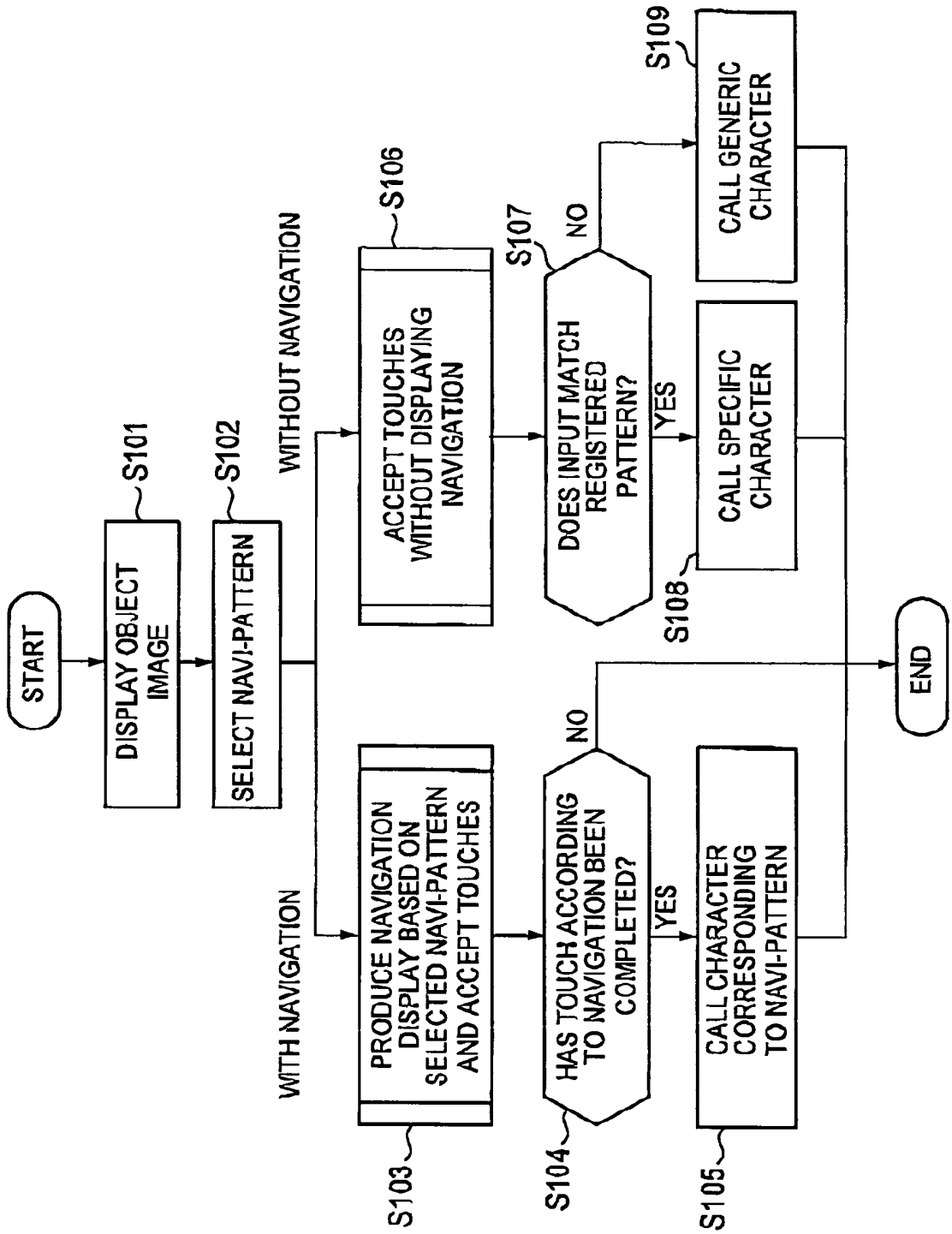

START
DISPLAY OBJECT IMAGE
S101
SELECT NAVI-PATTERN
S102
WITH NAVIGATION
WITHOUT NAVIGATION
PRODUCE NAVIGATION DISPLAY BASED ON SELECTED NAVI-PATTERN AND ACCEPT TOUCHES
S103
ACCEPT TOUCHES WITHOUT DISPLAYING NAVIGATION
S106
HAS TOUCH ACCORDING TO NAVIGATION BEEN COMPLETED?
S104
NO
YES
CALL CHARACTER CORRESPONDING TO NAVI-PATTERN
S105
DOES INPUT MATCH REGISTERED PATTERN?
S107
NO
YES
CALL SPECIFIC CHARACTER
S108
CALL GENERIC CHARACTER
S109
END

FIG. 6

DETAILED PROCESSING OF STEP S103
(FOR CASE OF SINGLE NAVIGATION)

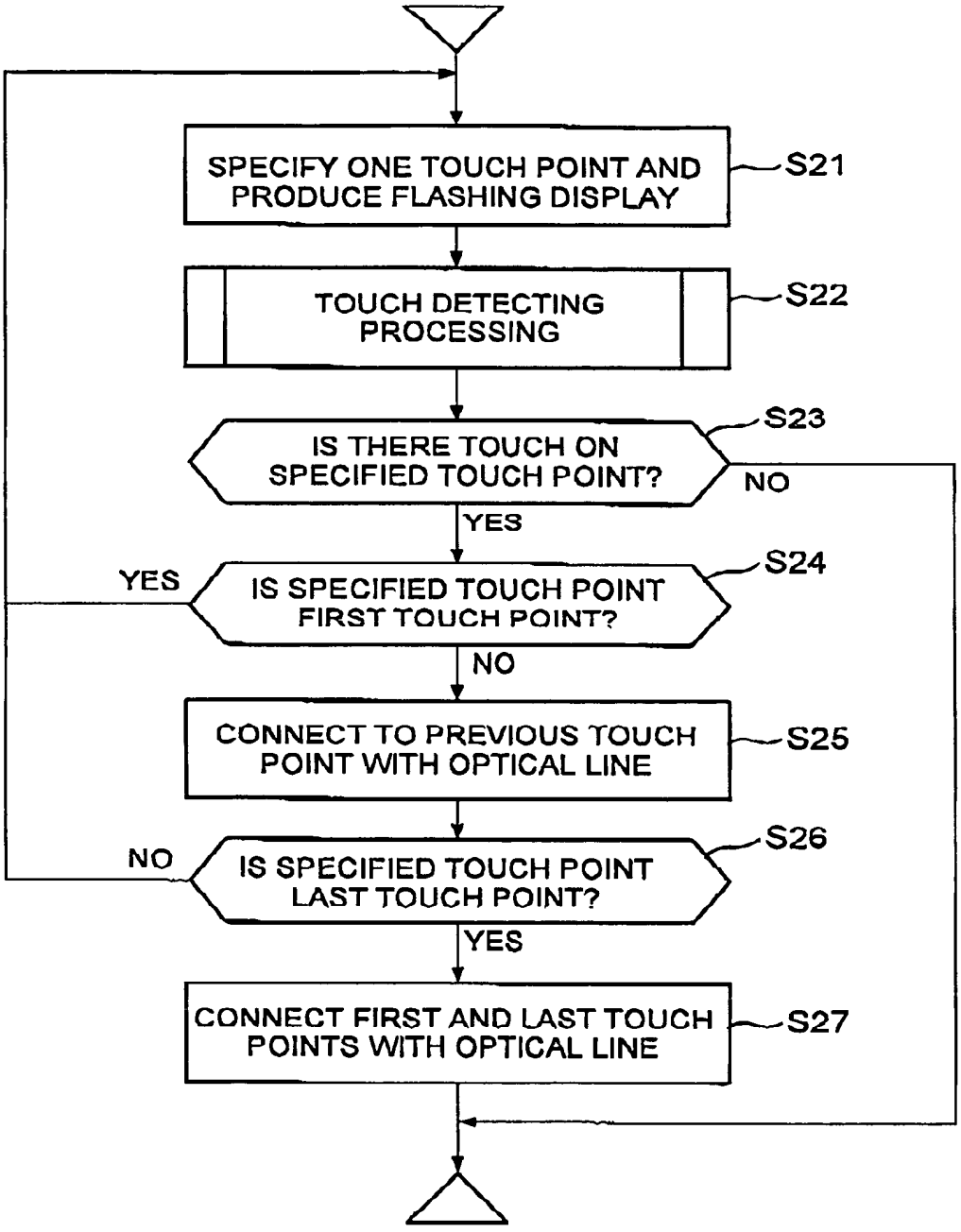


FIG. 7

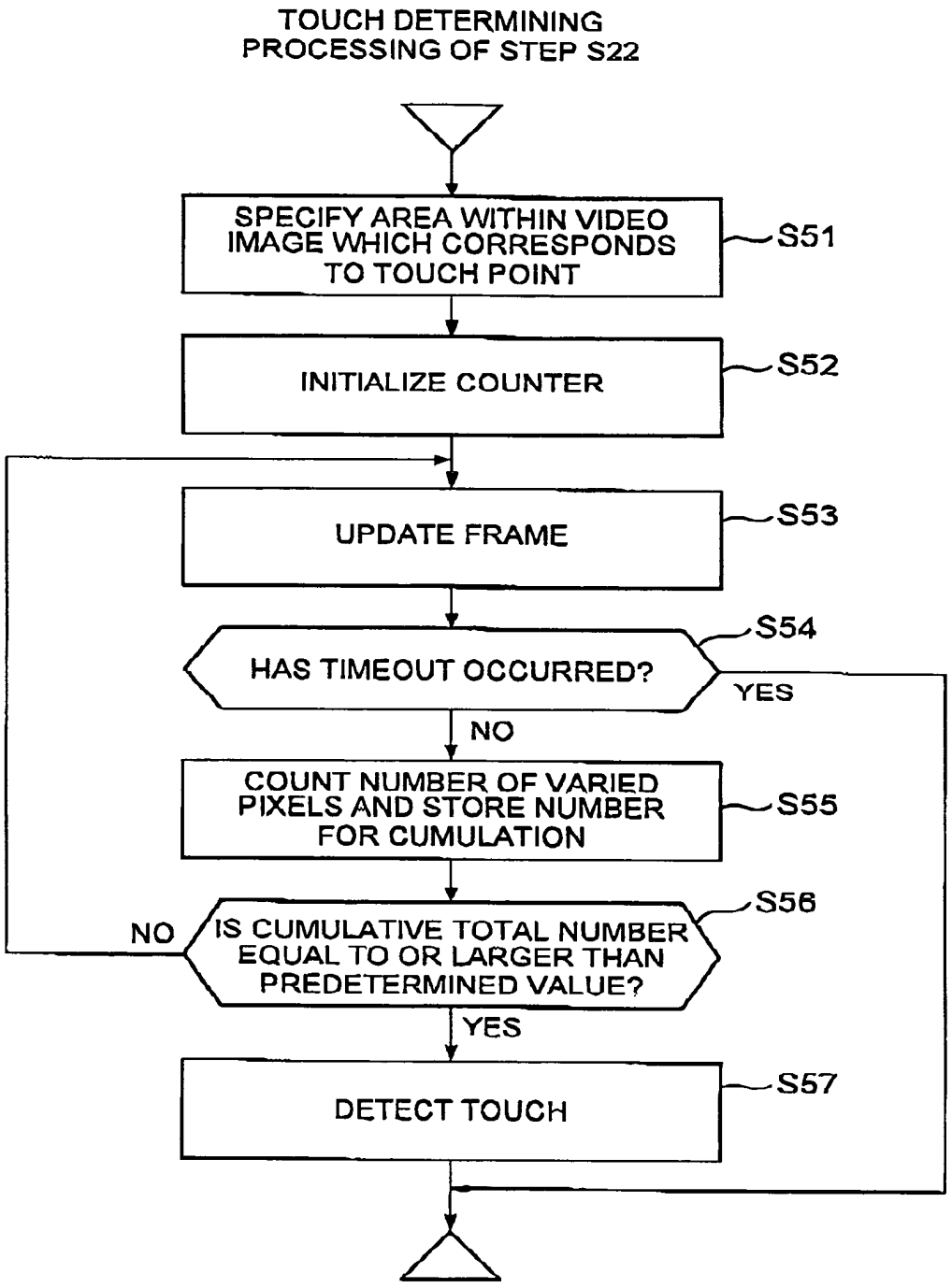

TOUCH DETERMINING PROCESSING OF STEP S22
SPECIFY AREA WITHIN VIDEO IMAGE WHICH CORRESPONDS TO TOUCH POINT
S51
INITIALIZE COUNTER
S52
UPDATE FRAME
S53
HAS TIMEOUT OCCURRED?
S54
YES
NO
COUNT NUMBER OF VARIED PIXELS AND STORE NUMBER FOR CUMULATION
S55
IS CUMULATIVE TOTAL NUMBER EQUAL TO OR LARGER THAN PREDETERMINED VALUE?
S56
NO
YES
DETECT TOUCH
S57

FIG. 8

SINGLE NAVIGATION (FOR CASE OF TOUCH PATTERN 12→4→7)

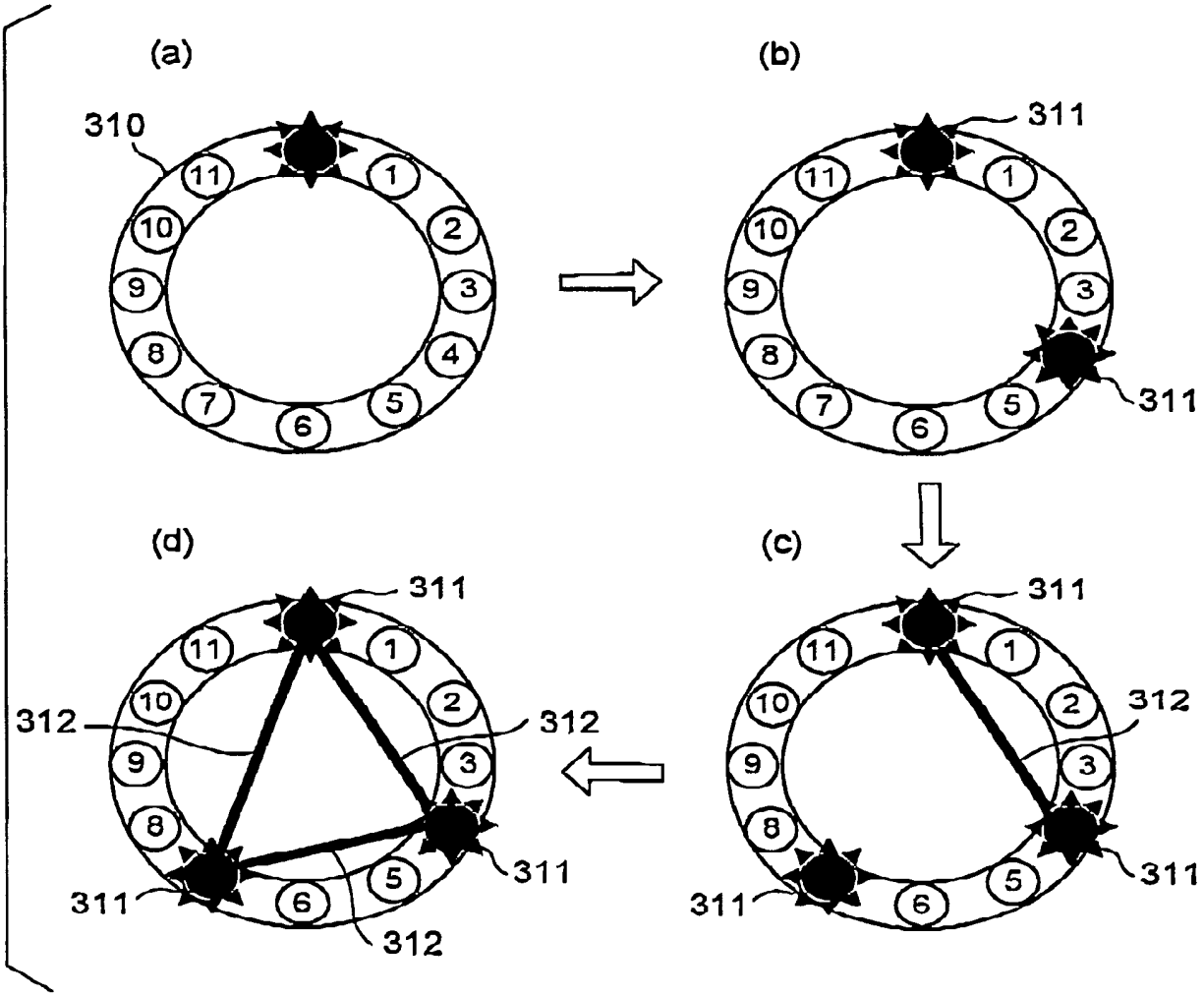


FIG. 9

DETAILED PROCESSING OF STEP S103
(FOR CASE OF DOUBLE NAVIGATION)

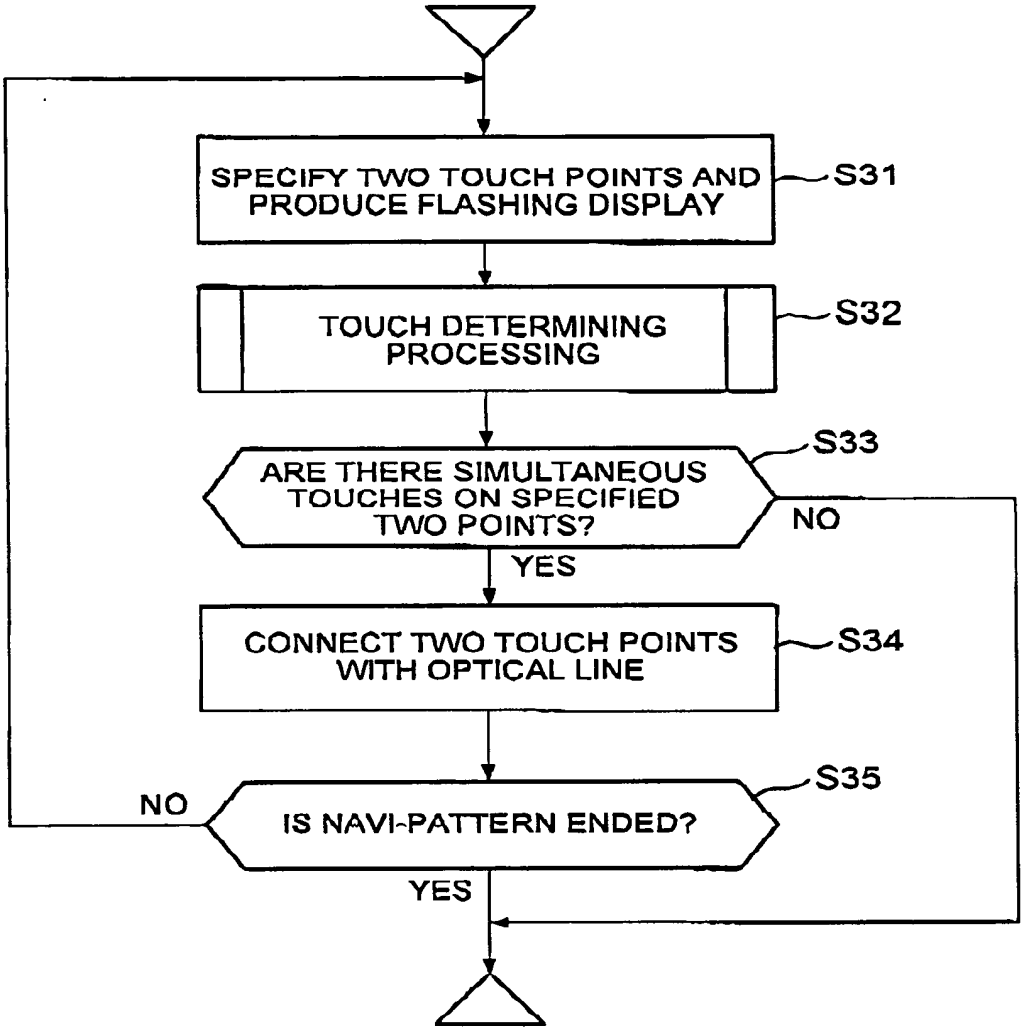


FIG. 10

DOUBLE NAVIGATION
(FOR CASE OF TOUCH PATTERN 12,7→2,10)

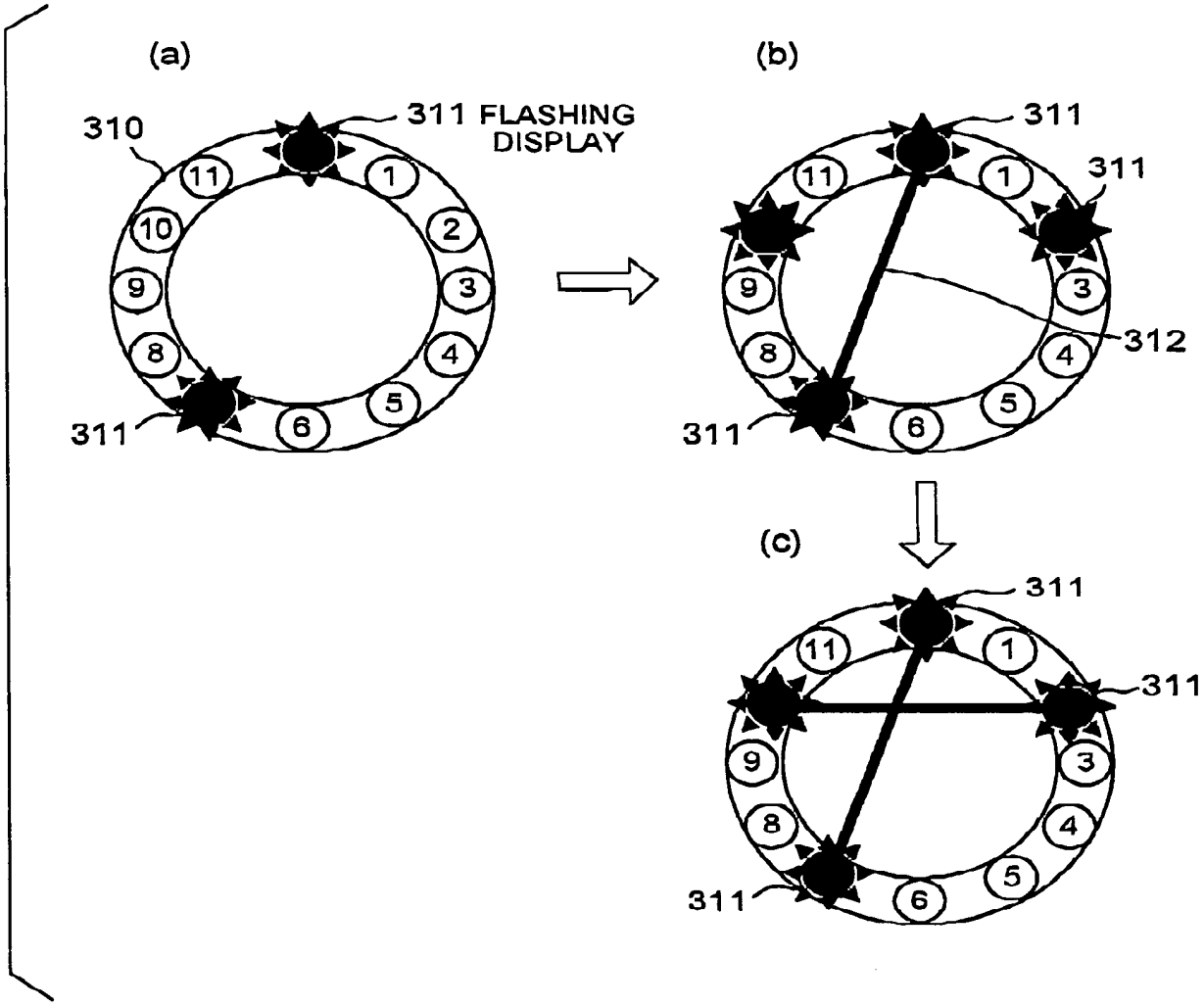


FIG. 11

DETAILED PROCESSING OF STEP S103
(FOR CASE OF LIGHTNING NAVIGATION)

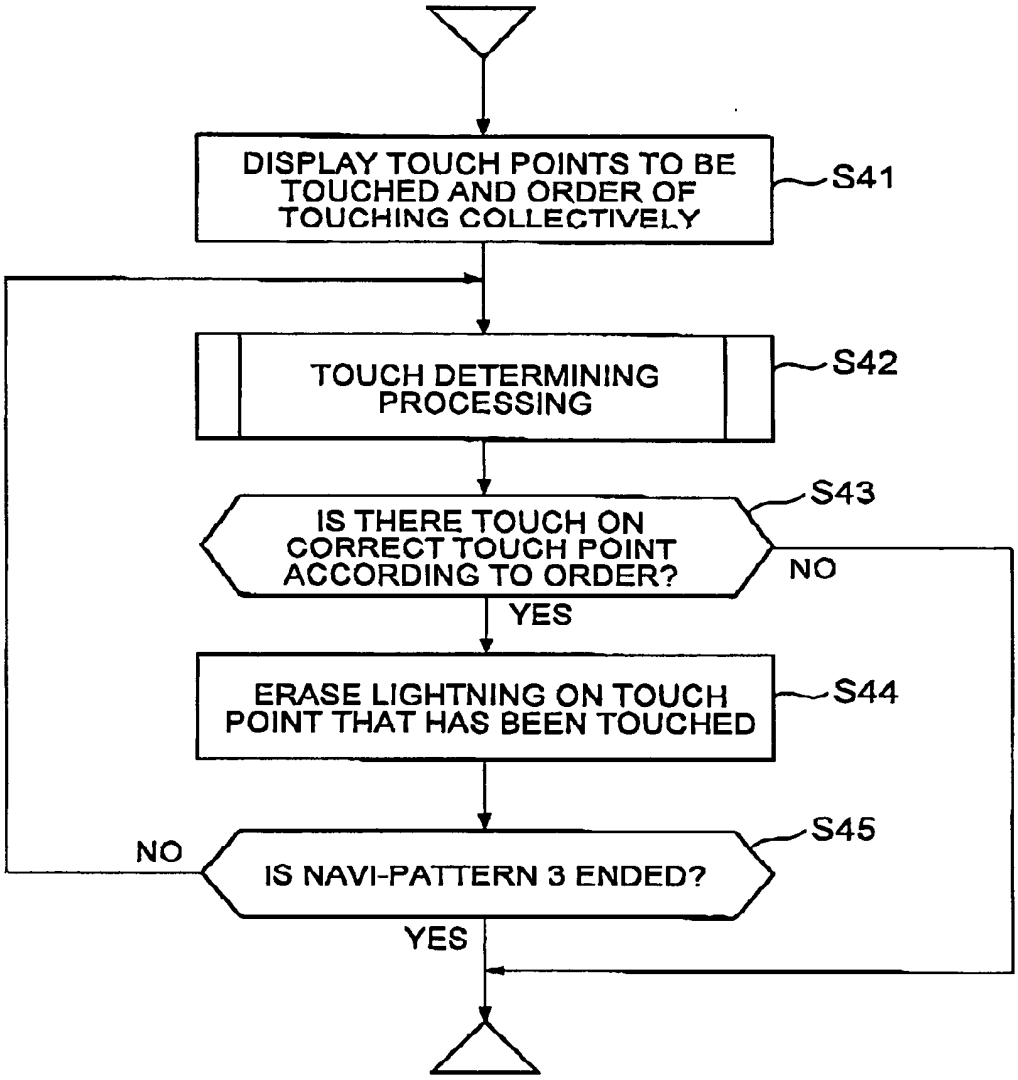


FIG. 12

LIGHTNING NAVIGATION
(FOR CASE OF TOUCH PATTERN 12→4→7)

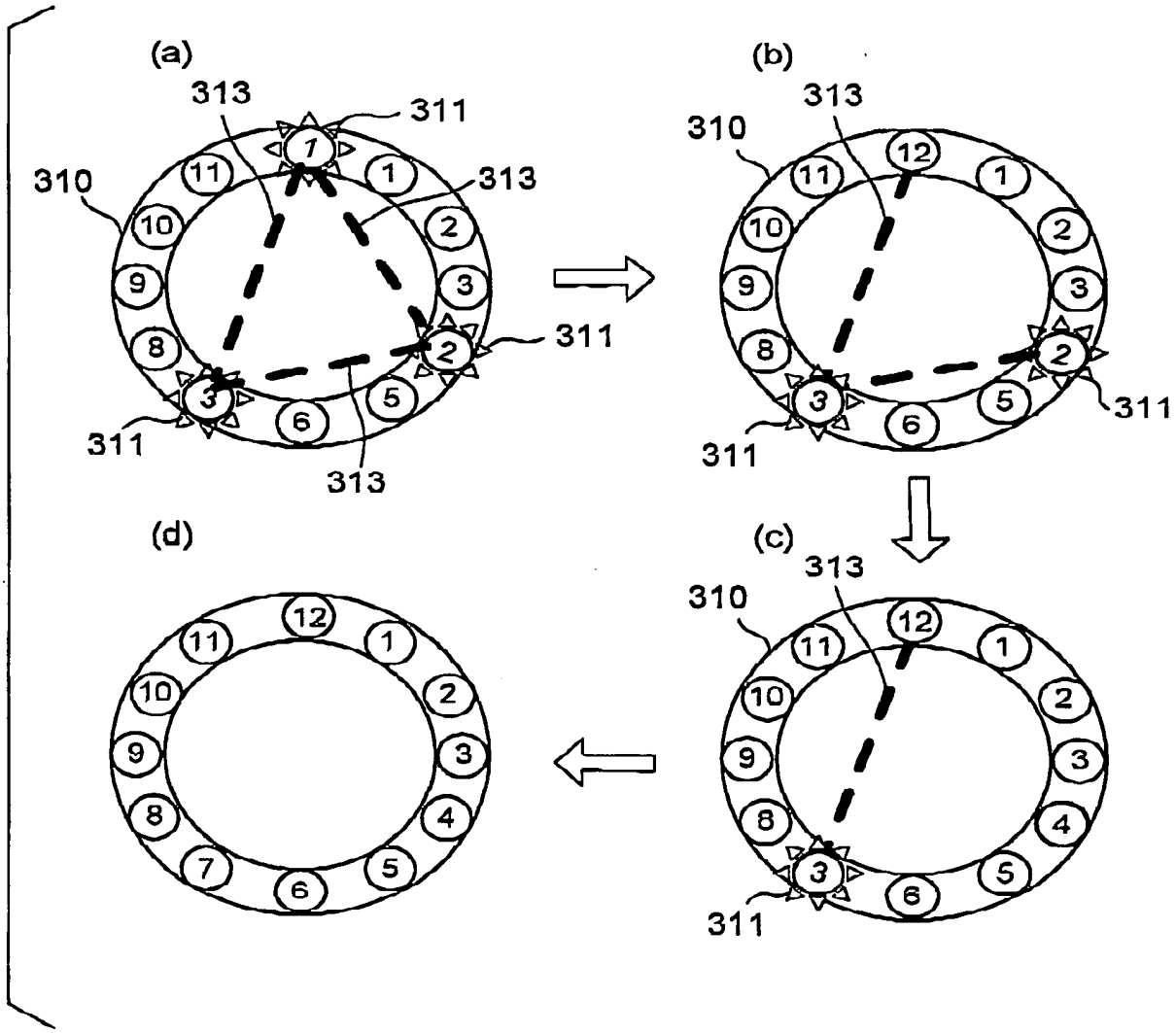
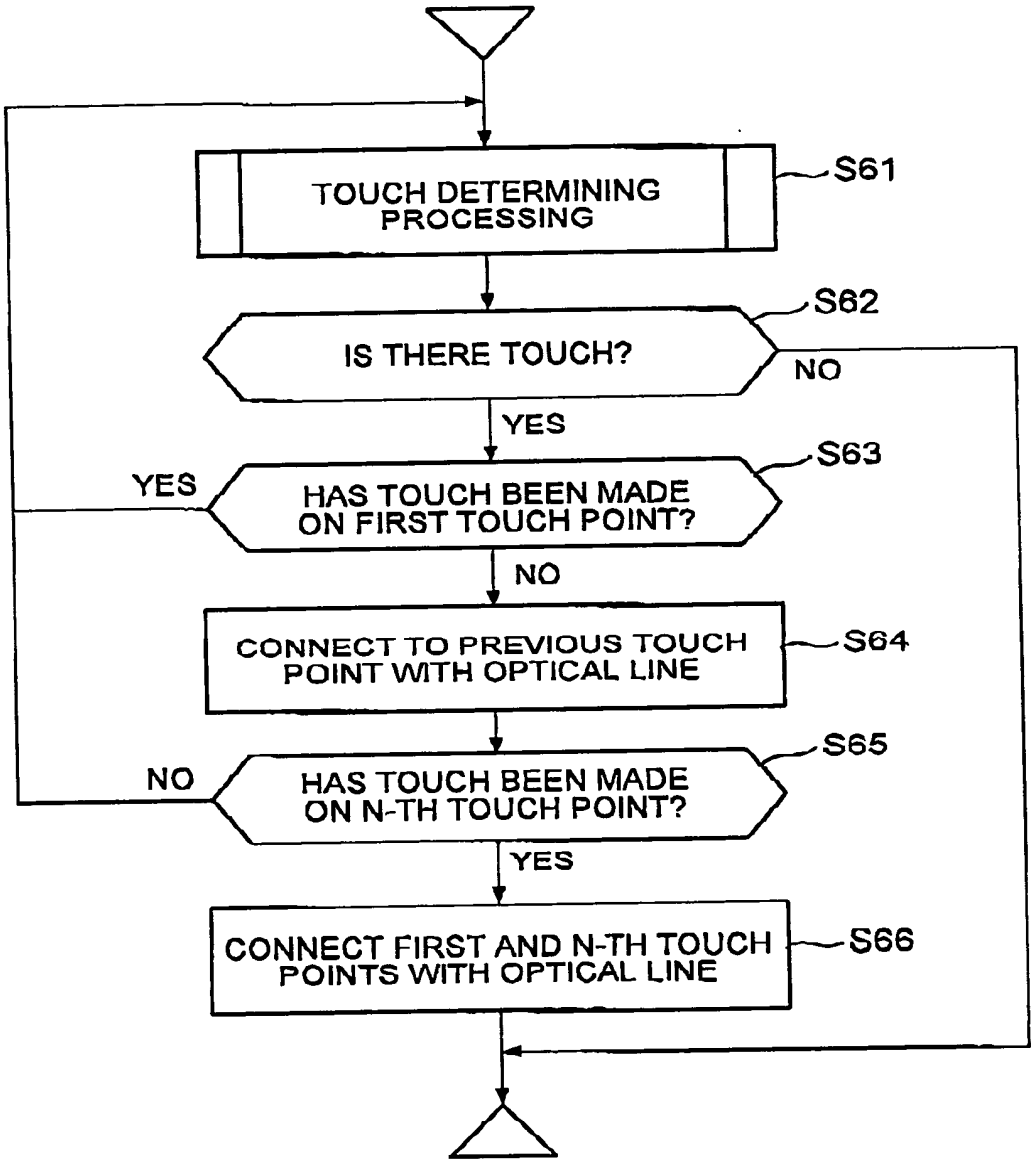


FIG. 13

DETAILED PROCESSING OF STEP S106
(FOR CASE WITHOUT NAVIGATION: NUMBER OF TOUCHES IS N)



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